

UFC

ULTIMATE FIGHTING CHAMPIONSHIP
TAPOUT™

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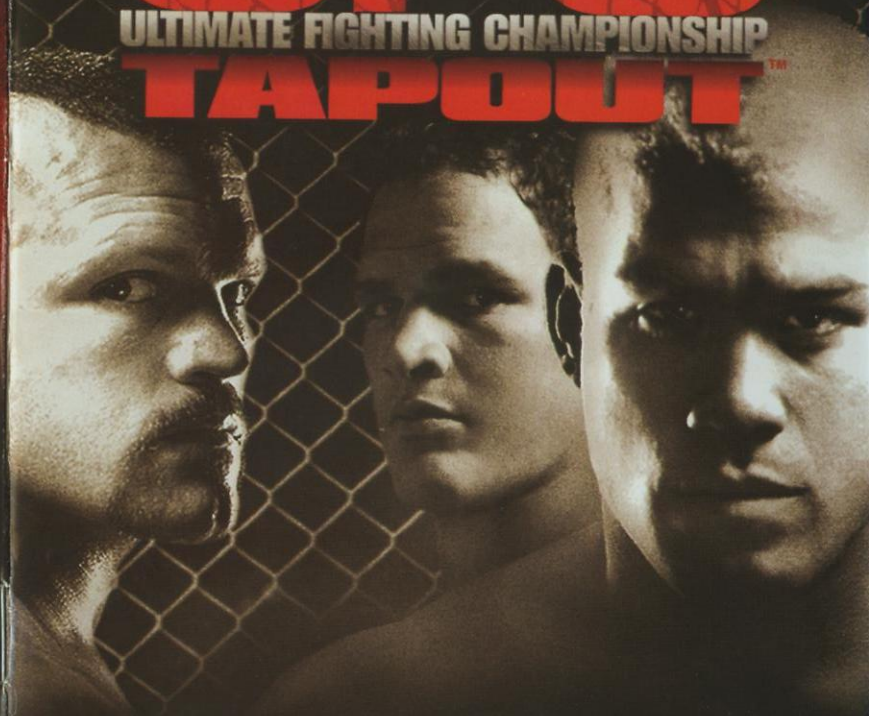
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UFC

ULTIMATE FIGHTING CHAMPIONSHIP
TAPOUT™



REAL FIGHTERS. REAL FIGHTING.

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games. These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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| | |
|---|-----------|
| Using the Xbox Video Game System | 2 |
| Using the Xbox Controller | 3 |
| What is the UFC? | 4 |
| The Game | 4 |
| Positions | 4 |
| Controls | 8 |
| Modes of Play | 10 |
| Options | 12 |
| Fighter Profiles | 13 |

The Heavyweight Division

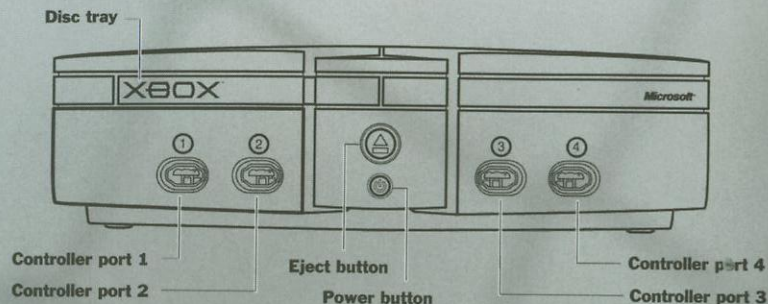
| | |
|-----------------|----|
| Josh Barnett | 13 |
| Mark Coleman | 14 |
| Gary Goodridge | 14 |
| Mark Kerr | 15 |
| Tsuyoshi Kosaka | 15 |
| Tim Lajcik | 16 |
| Pedro Rizzo | 16 |
| Andre Roberts | 17 |
| Marco Ruas | 17 |
| Bas Rutten | 18 |
| Dan Severn | 18 |
| Maurice Smith | 19 |
| Ron Waterman | 19 |
| Pete Williams | 20 |

The Light Heavyweight Division and Below

| | |
|-----------------|----|
| Jeremy Horn | 21 |
| Eugene Jackson | 21 |
| Chuck Liddell | 22 |
| Guy Mezger | 22 |
| Tito Ortiz | 23 |
| Kevin Randleman | 24 |
| Frank Shamrock | 24 |
| Evan Tanner | 25 |
| Matt Hughes | 26 |
| Mikey Burnett | 26 |
| Pat Miletich | 27 |
| Jens Pulver | 27 |
| Caol Uno | 28 |

| | |
|----------------|-----------|
| Credits | 29 |
|----------------|-----------|

| | |
|-----------------|-----------|
| Warranty | 33 |
|-----------------|-----------|



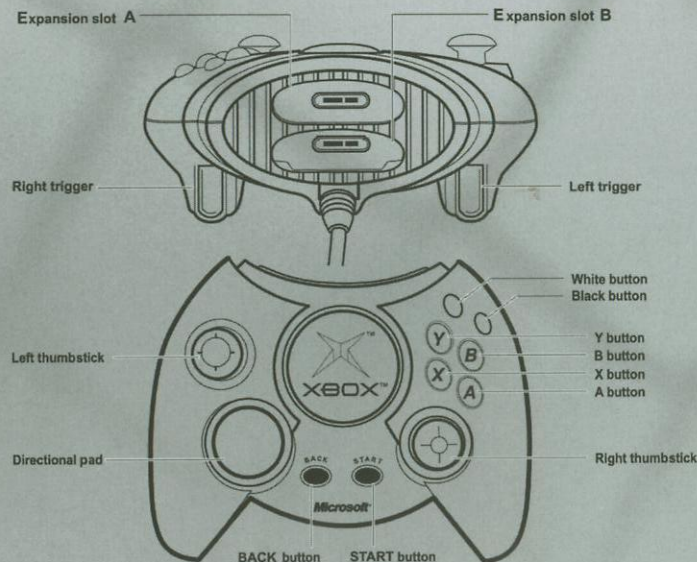
Using the Xbox video game system

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **UFC: Tapout™** disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **UFC: Tapout™**.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.



Using the Xbox Controller

1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, connect additional controllers into available controller ports.
2. Connect any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **UFC: Tapout™**.

What is the UFC?

The Ultimate Fighting Championship (UFC) is a sport that brings together the world's most talented Mixed Martial Arts (MMA) athletes. The UFC was created in 1993 as a made for pay-per-view spectacle to garner worldwide attention. There never was a plan to proceed beyond one or two shows. The idea was to bring together champions of various martial arts and Olympic sports, such as karate, jiu-jitsu, boxing, kickboxing, wrestling, sumo and other disciplines to determine which style would be most successful in a tournament. International support for the event was enormous. What began as a mere spectacle was transformed into one of the world's most entertaining sporting events. Over the course of its eight-year existence and more than 35 events, the UFC has become the premier mixed martial arts event in the world, featuring competitors of multiple disciplines in a quest to become an ultimate fighting champion.

The Game

UFC: Tapout is a realistic fighting game that places the player in The Octagon to compete in Mixed Martial Arts competition. This is not your average fighting game. There is no magic. No fireballs. No weapons. No twenty-hit combos. There are only two fighters inside a cage, fighting to determine who will be victorious.

UFC is Real Fighters. Real Fighting.



Positions

Mixed Martial Arts employs a number of different positions from which the fighter may deliver attacks, or attempt submissions to make the other fighter tapout. Each position offers a variety of advantages or disadvantages and which position a particular fighter is most effective in is highly dependent on his training and style. These positions are characterized as follows:

Standing

Both opponents are standing. From this position, a variety of strikes can be launched or a fighter may shoot to move to a guard or mount position. This is a position in which boxers, kickboxers and similar striking artists do their work.



Advantage

Able to avoid submission attempts and force a competition of strikes. Blocking can be very effective.

Disadvantage

Unable to utilize submissions. More open to strikes and damage.

The Guard

The guard position is characterized by the fighter on the bottom having his legs above the fighter's waist. The closed variation of this position means that both legs are completely extended beyond the waist, often locked behind the above fighter so that he cannot move to the full mount (see below). The lower position is very popular for Jiu-Jitsu practitioners, particularly Brazilian Jiu-Jitsu, since it allows for a variety of submissions including triangle chokes and armbars.



Lower Guard

Advantage

Able to attempt submissions if trained as such. Position is strategic since it allows for a quicker escape to standing as well as preventing a full mount.

Disadvantage

Blocking does not prevent 100% of damage. Unable to throw strong strikes.

Upper Guard

Advantage

Strikes are effective. Can attempt submissions or move to full mount.

Disadvantage

Difficult to move to stand-up quickly. Limited submissions available.

The Full Mount

This position is characterized by the above fighter completely straddling the lower fighter's body above or around the waist. From this position, the above fighter may sit up to deliver a variety of devastating strikes to the lower fighter. The upper position is the favored position of "ground and pound" stylists.



Lower Full Mount

Advantage

Very few advantages, although some fighters may be able to attempt a submission if properly trained.

Disadvantage

Highly susceptible to damage whether blocking or not. Open for a wide range of submissions. Difficult to escape from ground positioning.

Upper Full Mount

Advantage

Strikes are very effective ("ground and pound" strategy works well from this position). Large variety of submissions available. Easy to escape to standing position.

Disadvantage

No kicks available for strategic striking. Susceptible to submissions from good ground fighters.

The Back Mount

This is the most dominating position in grappling. From the upper position, the fighter is able to throw a number of strikes and submission attempts with few repercussions. As for the lower position, this is something that every fighter would be best to avoid.



Lower Back Mount

Advantage

Nearly no advantages, although a few fighters may be able to attempt some sort of submission if the opportunity arises.

Disadvantage

Very susceptible to damaging strikes and a vast array of submissions, including chokes.

Upper Back Mount

Advantage

May freely attack opponent with little chance of submission or counter attack from most fighters.

Disadvantage

Difficult to get into position with most fighters. With the best ground fighters, this can still be a dangerous position when dealing with submissions.

Controls

Every fighter has a different set of abilities and moves based upon his fighting style. Some fighters have a variety of moves from all positions, while some are more dominant in one position than another. Due to this, this control list is more of a guide and not completely universal for all fighters. For instance, some fighters will have a number of submission abilities from the lower guard position, while other fighters will have none, and so on. What follows is a general guide to learn the abilities of any individual fighter.

Standing

Right Punch (RP) - B Button
Left Punch (LP) - Y Button

Right Kick (RK) - A Button
Left Kick (LK) - X Button

Alternate RP (>RP) Tap left Thumbstick toward opponent + B Button
Alternate LP (>LP) Tap left Thumbstick toward opponent + Y Button
Alternate RK (>RK) Tap left Thumbstick toward opponent + A Button
Alternate LK (>LK) Tap left Thumbstick toward opponent + X Button

Shoot In / Takedown (RP+RK or LP+LK) A+B or X+Y

Counter Punch (RP+LP) - B+Y
Counter Kick (RK+LK) - A+X

Escape from Takedown - Rotate left Thumbstick
Counter Takedown - X+Y or A+B

Ground Positions (Guard, Full Mount, & Back Mount)

General

Right Punch to Head* - B Button
Left Punch to Head* - Y Button
Right Punch to Body - A Button
Left Punch to Body - X Button

Submission Attempt - Y+X or B+A
Punch Grab (Counter to Head Punch) - B+Y
Punch Grab (Counter to Body Punch) - A+X

Escape/Counter Submission (to lower body) - A+X
Escape/Counter Submission (to upper body) - B+Y

From Upper Positions Only

Stand - Rotate left Thumbstick

From Lower Positions Only

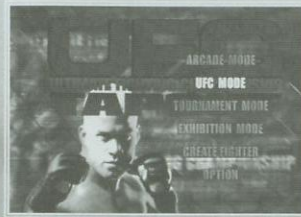
Escape to more strategic position - Rotate left Thumbstick

* These moves result in body strikes and not head strikes from the lower back mount position.

For a further, in-depth moves list for any given fighter, you may pause the game during gameplay by pressing the START Button. Then, simply highlight "Moves List" and select it by pressing the A Button. You will be able to see all the moves available to that fighter from the various fighting positions.



Modes of Play



Arcade

Upon entering this mode, you will be able to choose a fighter. You will then fight a series of opponents, one after another to advance. If you defeat every opponent who challenges you, you will become a champion of the UFC.

UFC Mode

UFC Mode is based upon the eight man tournaments that UFC would hold early in its history. When starting in this mode, you must first choose the weight class in which you wish to compete. The weight classes are divided as follows:

- **Heavyweight** - For fighters that weigh 205 pounds or above.
- **Light Heavyweight** - This not only includes the Light Heavyweights (185-204.9 lbs.), but also any fighter that weighs below 205 pounds. This includes middleweight (170-184.9 lbs.), Welterweight (155-169.9 lbs.), and Lightweight (145-154.9 lbs.) fighters in addition to the normal Light Heavyweights.
- **Open Weight** - This class has no weight classes. Fighters of all weights are available here.

Once you have chosen a weight class, you will be brought to a fighter selection screen in which you are able to choose an actual UFC fighter or you may load one of your created Fighters of the appropriate weight class.

When the tournament begins, you will have to fight a total of three fights. Health will only recover slightly between the fights, so be careful not to wear yourself too thin. If you win the tournament, you will win the belt for that character.

Create Fighter

In this mode, you are able to create a customized fighter for use in the game. There are hundreds of different combinations available to you so that you will be able to create yourself, a friend, or even attempt to recreate some of your favorite fighters of all time. After choosing Create Fighter from the main menu, you will be presented with the following options:

Name Entry - Here you can enter the first and last name for your fighter.

Nickname - Here you can choose from over 80 different nicknames. This is the name that Bruce Buffer will announce when you enter into The Octagon.

Profile - This is where you determine the vital statistics of your character.

Weight - Choose a weight between 100 and 399 lbs.

Height - Choose a height between 5 and 7 feet.

Age - Choose an age between 18 and 50.

Country - Choose the country that your fighter is from, ranging from Angola to Vietnam.

Hometown - Enter your fighter's hometown.

Strengths - Choose three strengths that represent your fighter. There are over 80 to choose from.

Face - This will determine your character's face, as well as his skin color and hair color. There are 120 different faces to choose from, ranging across all hair colors, skin colors, and facial hair.

Clothing - There are 50 different clothing configurations for your fighter. Choose which configuration you'd like for your fighter.

Voice - Choose one of 8 different voices.

Discipline - Now, it's time to choose your fighter's discipline (or the martial art that he predominantly practices). All of the disciplines contain a variety of standing and ground fighting techniques, although some styles may favor one over the other. The offerings available are:

- | | |
|-------------------|---------------|
| • Jiu Jitsu | • Kickboxing |
| • Street Fighting | • Muay Thai |
| • Wrestling | • Karate |
| • Sumo | • Tae Kwon Do |
| • Shootfighting | • Capoeira |
| • Pro Wrestling | |

Finally, after you've determined the physical traits of your character, you can focus on his skills. Be sure your character looks the way you'd like though, because you won't be able to change it later.

From this new menu, there are a variety of choices. The most important is Skill Up...without Skilling Up, your fighter won't stand a chance in The Octagon. You will have 480 points to distribute across 4 attributes. These attributes are:

Life - The amount of life that your character has. This will determine how many strikes he can take before he's done for.

Stamina - How quickly your character recovers from throwing a flurry of punches or some of the less lingering affects of a strike.

Punch Skill - The power and intensity of your character's strikes thrown from the hands, arms, or elbows.

Kick Skill - The power and intensity of your character's strikes thrown from the legs, feet, or knees.

In addition, you may view your character's settings, moves, and choose to save him or load a different character. Once a character is saved, you may return back at any time to change his distribution of skill points to determine the combination that is best for your character.

Exhibition

This is a single fight between two fighters and can either be played single player or two player. Between each fight, the players will be able to select a fighter. There are no weight classes in this mode, so all fighters will be available. This mode also keeps track of wins and losses for each player, so that friends can compete to see who is the best.

Tournament

Tournament mode allows 8 players to participate in a UFC multi-fight tournament. This is similar to UFC mode, but allows each fighter to either be played by a human player or by a computer player, according to the players' wishes. The format is similar to the 8 man elimination tournaments held early in UFC's history. The player who is able to win all 3 fights will be the winner.

Options

In the main menu, the Options menu can be selected which allows the player to configure the following:

Game Options

Difficulty Level - Difficult can be set to 3 different levels: Rookie (easiest), Contender (moderate), and Champ (hardest).

Round System - Adjusts the number of rounds for a particular fight. (default: 3)

Round Duration - Adjust the length of each round for a particular fight. (default: 5 Min.)

Location - Select the fighting location that Bruce Buffer announces at the start of a fight. (default: Random)

Blood Effects - Select the level of the blood effects. The more red this bar is, the more blood that will fly during gameplay.

Key Configuration

Set - Allows you to customize the controls for gameplay.

Default - Resets all controls to the basic default configuration.

Sound

Music Vol. - Adjust volume of music.

SFX Vol. - Adjust volume of sound effects.

Audience Vol. - Adjust volume of audience and Bruce Buffer fighter intros.

Music Test - Listen to the different music track to check volume level.

SFX Test - Listen to the different Sound Effects to check volume level.

Audience Test - Listen to the audience and Bruce Buffer announcements to check volume levels.

Save/Load

Save File - Save current progress and all current settings.

Load File - Load a previous save game, including previous settings.

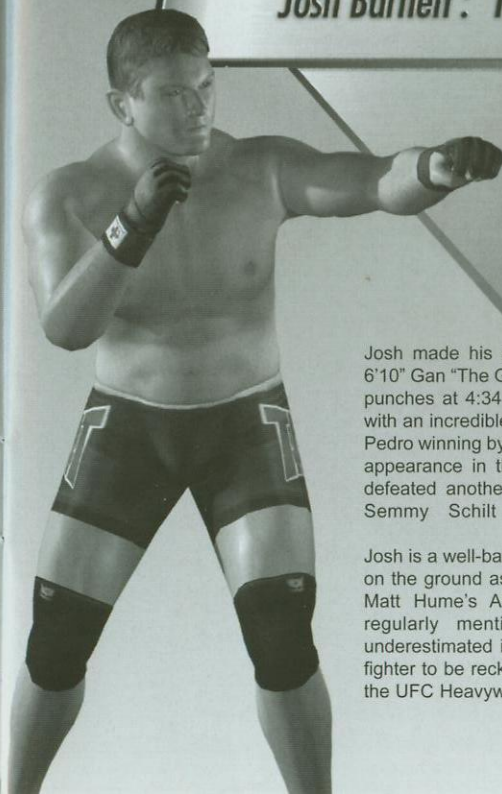
Autosave - If set to On, the game will autosave progress and everytime settings are changed. If set to Off, the player will need to do all saving manually in the Options-Save/Load menu.

Back to Title - Exits options and returns player to the Title Screen.

Fighter Profiles

The Heavyweight Division (205 lbs. & up)

Josh Barnett : "The Baby Faced Assassin"



Discipline: AMC Pankration

Height: 6'3"

Weight: 255 lbs.

Age: 23

UFC Record: 3-1-0

Josh made his debut at UFC 28 where he defeated 6'10" Gan "The Giant" McGee by referee stoppage from punches at 4:34 of the second round. He followed up with an incredible battle with Pedro Rizzo that ended in Pedro winning by knockout in the second round. His last appearance in the UFC was at UFC 32 where Josh defeated another giant. This time he submitted 6'11" Semmy Schilt by armbar in the first round.

Josh is a well-balanced fighter, able to fight equally well on the ground as he does on his feet. He trains under Matt Hume's AMC Pankration in Seattle and has regularly mentioned that he has always been underestimated in his abilities. The truth is that he's a fighter to be reckoned with and a current contender for the UFC Heavyweight Championship.

Mark Coleman: "The Hammer"

Discipline: Freestyle Wrestling

Height: 6'1"

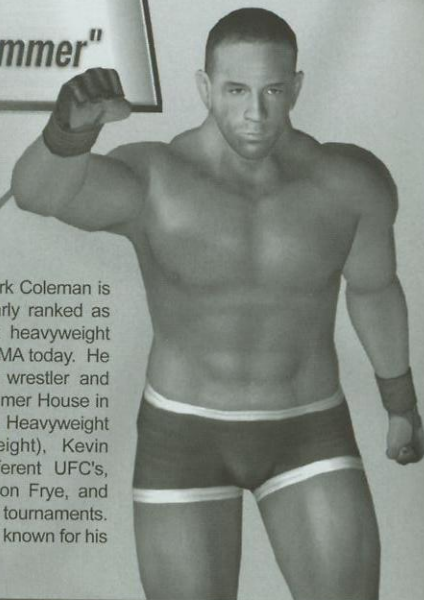
Weight: 240 lbs.

Age: 36

UFC Record: 6-3-0

Mark Coleman is regularly ranked as the best heavyweight fighter in MMA today. He is a freestyle wrestler and head of the Hammer House in

Ohio where he trains with former UFC Heavyweight Champion (now turned light heavyweight), Kevin Randleman. Coleman fought in six different UFC's, defeating such greats as Dan Severn, Don Frye, and Gary Goodridge, and winning two UFC tournaments. Coleman is a wrestler through and through, known for his power and incredible wrestling ability.



Gary Goodridge: "Big Daddy"

Discipline: Freestyle

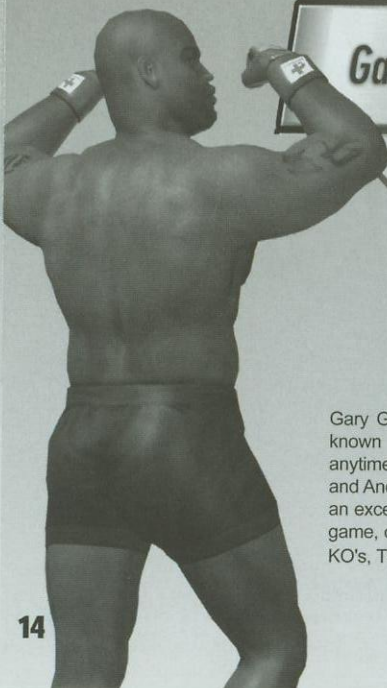
Height: 6'2"

Weight: 252 lbs.

Age: 35

UFC Record: 4-3-0

Gary Goodridge is a practitioner of Kuk Soo Wan and is known as a fighter who will fight anyone, anywhere, anytime. He has had impressive wins over Jerry Bohlander and Andre Roberts at UFC 8 and 19 respectively. Gary has an excellent stand-up ability as well as a very good ground game, dispatching his opponents through a combination of KO's, TKO's, and Submissions.



Mark Kerr: "The Titan"

Discipline: Freestyle Wrestling

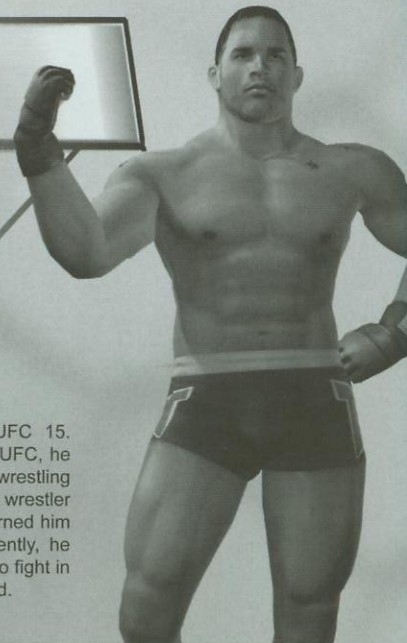
Height: 6'1"

Weight: 255 lbs.

Age: 33

UFC Record: 4-0-0

Mark Kerr's last UFC appearance was at UFC 15. Though he only made two appearances in the UFC, he quickly became a legend of the sport, with a wrestling ability that is nearly unmatched. He is a freestyle wrestler of the ground and pound variety, a style that earned him the nickname "The Smashing Machine." Currently, he takes on the alias of "The Titan" and continues to fight in Mixed Martial Arts competitions around the world.



Tsuyoshi Kosaka: "TK"

*Discipline: Submission
Fighting*

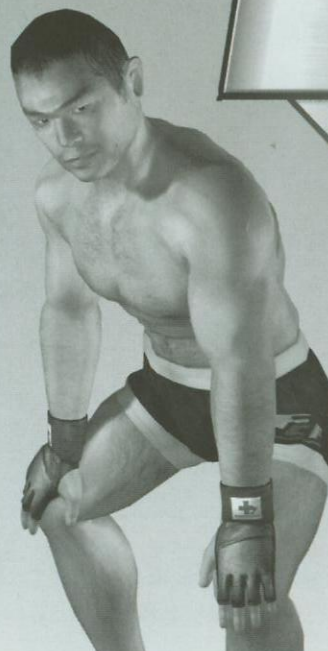
Height: 5'11"

Weight: 225 lbs.

Age: 31

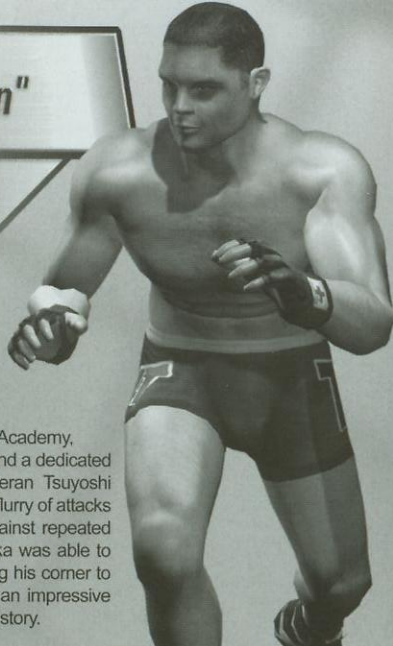
UFC Record: 3-2-0

Tsuyoshi has fought in five different UFC events, defeating such greats as Tim Lajcik, Pete Williams, and Kimo Leopoldo. With losses only to former UFC Champion Bas Rutten and heavyweight contender Pedro Rizzo, he has proven himself to be a fighter of impressive stature, combining an unrelenting ground game with excellent conditioning, often going the distance to achieve a victory.



Tim Lajcik: "The Bohemian"

Discipline: Freestyle
Height: 6'1"
Weight: 220 lbs.
Age: 36
UFC Record: 0-2-1



As a founding member of the Gladiators Training Academy, Lajcik has proven himself as an excellent trainer and a dedicated fighter. His debut in the UFC was against veteran Tsuyoshi Kosaka, in which Lajcik unleashed an unrelenting flurry of attacks for nearly two rounds straight, defending well against repeated takedown attempts. During these attacks, Kosaka was able to land a blow to Lajcik's head, dizzying him, causing his corner to throw in the towel between rounds. But, it was an impressive debut that has secured Lajcik a position in UFC history.

Pedro Rizzo: "The Rock"

Discipline: Ruas Vale Tudo
Height: 6'1"
Weight: 228 lbs.
Age: 27
UFC Record: 6-3-0

Pedro is the number one contender for the heavy-weight title today. He is the star pupil of Marco Ruas, Former UFC Champion. However, Rizzo has not lived in the shadow of Ruas, but has made his own name a name to remember. During his career, the majority of his victories have come from knockouts, against such heavy hitters as Tank Abbott, Tra Telligman, Tsuyoshi Kosaka, and Josh Barnett, with other impressive wins against Mark Coleman and Dan Severn. He is a UFC legend, having already secured his place in UFC history, and he will not rest until the UFC Heavyweight title belt is around his waist.

Andre Roberts: "The Chief"

Discipline: Miletich Fighting Systems
Height: 6'2"
Weight: 345 lbs.
Age: 36
UFC Record: 2-1-0

Andre Roberts trained under Pat Miletich's house, Miletich Fighting Systems. His last appearance in the UFC was at UFC 21 in which he had an impressive KO against Ron Waterman. Roberts is a massive man who knows how to use his size to his advantage, creating a combination of raw power and striking ability when both standing and on the ground.



Marco Ruas: "King of the Streets"

Discipline: Ruas Vale Tudo
Height: 6'1"
Weight: 220 lbs.
Age: 40
UFC Record: 4-2-0

A former Heavyweight Champion of the UFC, Marco Ruas is a legend and a trainer. He is responsible for the training of his chief protégé Pedro Rizzo and the striking/submission style that bears his name, Ruas Vale Tudo. Ruas is an amazing striker and a submission expert whose only losses are to two other UFC legends, Maurice Smith and Oleg Taktarov. Ruas continues to fight, even today, at Mixed Martial Arts events around the world and continues to amass an impressive collection of victories.



Bas Rutten

Discipline: Submission Fighting / Kickboxing

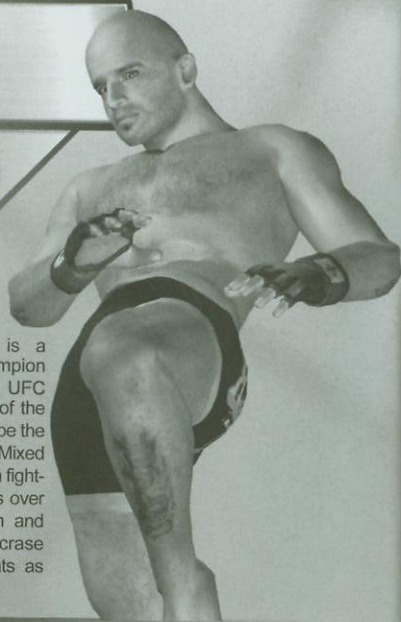
Height: 6'1"

Weight: 215 lbs.

Age: 36

UFC Record: 2-0-0

Bas Rutten is a Pancrase champion and a former UFC champion. He is a trainer, fighter, and promoter of the Mixed Martial Arts, who continues to affect and shape the sport as it continues to evolve. With an impressive Mixed Martial Arts record of 26-4-1, he is a stand-out and a fighter of exceptional ability. In the UFC, he holds wins over former heavyweight champion Kevin Randleman and fighter Tsuyoshi Kosaka. Additionally, in Pancrase tournaments, he has wins over such UFC greats as Frank Shamrock, Maurice Smith, and Guy Mezger.



Dan Severn: "The Beast"

Discipline: Wrestling

Height: 6'2"

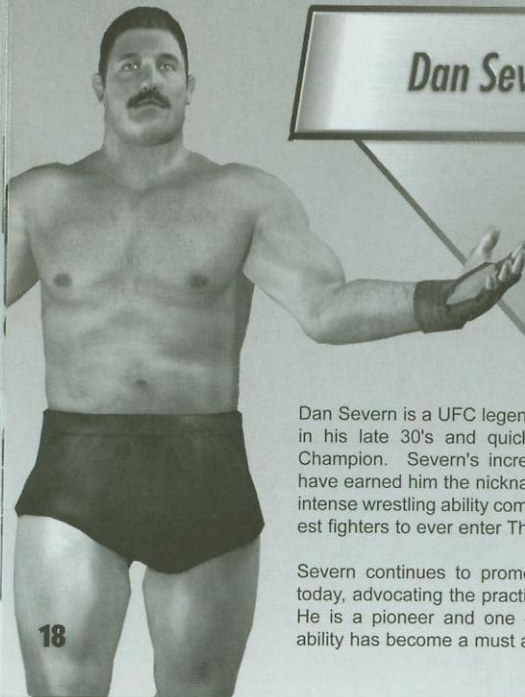
Weight: 250 lbs.

Age: 47

UFC Record: 9-4-0

Dan Severn is a UFC legend. He became a professional fighter in his late 30's and quickly rose to the position of a UFC Champion. Severn's incredible strength and grappling ability have earned him the nickname of "The Beast." Raw power and intense wrestling ability come together to create one of the greatest fighters to ever enter The Octagon.

Severn continues to promote the sport of Mixed Martial Arts today, advocating the practice of the sport at the amateur level. He is a pioneer and one of the reasons why good wrestling ability has become a must among many Mixed Martial Artists.



Maurice "Mo" Smith

Discipline: Kickboxing

Height: 6'2"

Weight: 217 lbs.

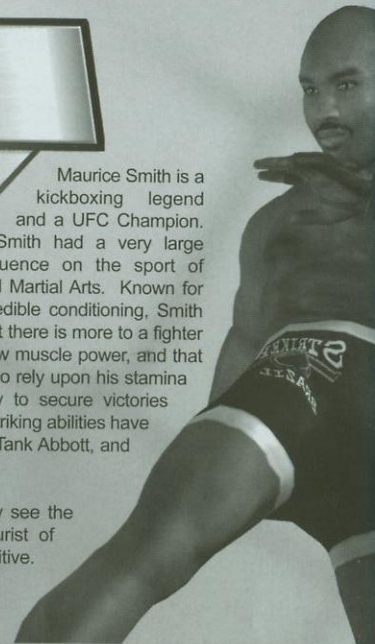
Age: 40

UFC Record: 4-3-0

within the confines of The Octagon. Smith's amazing striking abilities have led him to victories against champion Mark Coleman, Tank Abbott, and Bobby Hoffman.

His influence on the sport continues, as fighters now see the need for good conditioning, and even the most purist of wrestlers train their stand-up abilities to remain competitive.

Maurice Smith is a kickboxing legend and a UFC Champion. Smith had a very large influence on the sport of Mixed Martial Arts. Known for his incredible conditioning, Smith proved that there is more to a fighter than pure, raw muscle power, and that a fighter can also rely upon his stamina and striking ability to secure victories



Ron Waterman: "H₂O Man"

Discipline: Wrestling

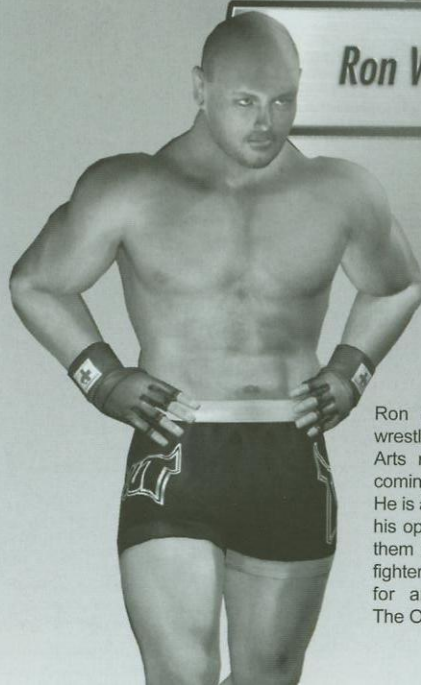
Height: 6'2"

Weight: 260 lbs.

Age: 36

UFC Record: 2-1-1

Ron Waterman is an incredibly strong wrestler who has amassed a Mixed Martial Arts record of 5-1-1, with his only loss coming from UFC veteran Andre Roberts. He is a wrestler through and through, taking his opponents to the ground and pounding them into submission. He is an immense fighter and a formidable opponent for anyone who steps into The Octagon.



Pete Williams: "El Duro"

Discipline: Submission Fighting

Height: 6'3"

Weight: 235 lbs.

Age: 26

UFC Record: 3-4-0

Pete Williams made his UFC debut at UFC 17 in which he scored an impressive knockout against Mark Coleman, an unforgettable moment in UFC history. Since then, he has continued to be a competitor for the heavyweight title, still competing in the UFC today. Williams is a fighter from Ken Shamrock's Lion's Den and is among the impressive roster of fighters who have been trained by the former UFC Champion.

Pete Williams / Special Moves

1. Standing/Striking: B, Y, B, X - Combo
2. Front Step/Grappling: X + A - Low kick reverse
3. Guard Bottom/Grappling: Y + B - Right punch reverse to submission
4. Standing/Striking: X, A - Combo
5. Guard Bottom/Grappling: B + A

Light Heavyweight Division (204.9 lbs. and below)

Jeremy Horn

Discipline: Miletich Fighting Systems

Height: 6'1"

Weight: 199 lbs.

Age: 25

UFC Record: 4-3-0

Jeremy Horn is known as one of the most well rounded fighters in the UFC, feeling equally comfortable standing up and on the ground. In addition to his very good striking ability, Horn is well known for his ability to end a fight with a submission. Among his bouts in the UFC are impressive wins over Eugene Jackson and Chuck Liddell (the only loss that Liddell has ever had in Mixed Martial Arts). Horn is one of the most active fighters in Mixed Martial Arts, giving him a breadth of knowledge and experience that is almost unknown in a person his age.

Eugene Jackson: "The Wolf"

Discipline: Freestyle

Height: 5'8"

Weight: 195 lbs.

Age: 35

UFC Record: 2-3-0

Even though Jackson is now a Middleweight in the UFC, he made his mark as a Light Heavyweight (formerly the Middle Weight division). Jackson is a training partner of Tim Lajcik and trains at Lajcik's Gladiator Training Academy. He is known for his impressive striking ability, but he is no stranger to the world of submissions, having amassed many of his wins in Mixed Martial Arts through submissions, particularly chokes.

Chuck Liddell: "The Iceman"

Discipline: Kickboxing

Height: 6'2"

Weight: 199 lbs.

Age: 31

UFC Record: 5-1-0



Chuck Liddell has an impressive record in the Mixed Martial Arts, only having lost once in his entire professional career. He is known as one of the best strikers in the UFC, capable of finishing a fight with a single punch. In addition to his strikes, he has incredible takedown defense that allows him to keep the action standing at all times. Liddell, often trains with Champion Tito Ortiz and calls him a friend.

Guy Metzger

Discipline: Submission Fighting

Height: 6'1"

Weight: 199 lbs.

Age: 33

UFC Record: 4-1-0

Guy Metzger is a fighter of the Lion's Den. During his mixed martial arts career, he has garnered wins against some of the best, including Semmy Schilt, Yuki Kondo, and Tito Ortiz. His bout with Tito is of particular interest since it marked Tito's first loss, of only two, that he had in the UFC. Metzger is a dangerous fighter, with a strong Pancrase background, who is able to play all the different games of MMA, including KO's, Submissions, and Ground & Pound strategies. He is a great striker and a great ground fighter and very, very dangerous in every position.

Tito Ortiz: "The Huntington Beach Bad Boy"

Discipline: Submission Fighting

Height: 6'2"

Weight: 199 lbs.

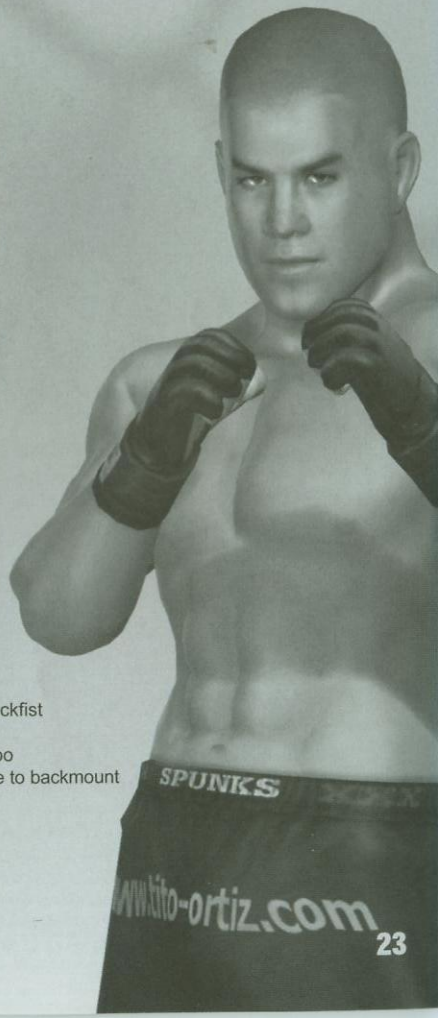
Age: 26

UFC Record: 8-2-0

Tito Ortiz is probably the best known athlete in Mixed Martial Arts competition today - and for good reason. He dominates the Light Heavyweight division with the strength and ability that is setting new standards for the evolving sport. Having a strong wrestling background, Ortiz is able to wrestle with world class wrestlers such as Vladimir Matyushenko and dominate. In addition, his extensive training in Muay Thai and boxing make him equally dangerous while standing. Having initially emerged in the UFC as a wrestler, Tito has shown that he has now evolved into a complete fighter who is nearly unmatched in ability and strength in his weight class. The only losses of his career were to Guy Mezger and Frank Shamrock. Later, in a rematch with Mezger, Tito pounded his way to victory, proving to the world that he was here to stay. Unfortunately, he has never had a rematch with Frank who has retired from the UFC. Currently, Tito Ortiz is the Light Heavyweight Champion of the UFC.

Tito Ortiz / Special Moves

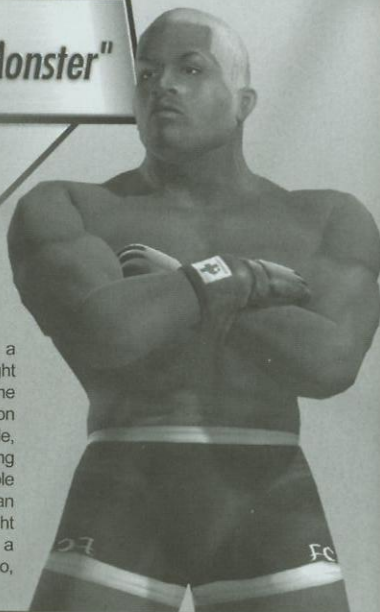
1. Front Step/Striking: Y, Y + B - Punch to backfist
2. Standing/Striking: B, Y, B, Y - Combo
3. Backmount Top/Striking: B, Y, B, B - Combo
4. Mount Top/Grappling: Y + B - Punch reverse to backmount
5. Guard Bottom/Striking: B, B - Combo



Kevin Randleman: "The Monster"

Discipline: Wrestling
Height: 5'10"
Weight: 199 lbs.
Age: 30
UFC Record: 3-3-0

Randleman is a former Heavyweight Champion who dropped weight to compete in the Light Heavyweight division. His eyes are firmly set on a match with Tito Ortiz for the Light Heavyweight title, and as he continues to train with his long time training partner Mark Coleman, it appears that he may be able to give Ortiz a run if he gets the chance. Randleman has established himself as a contender for the Light Heavyweight title with the wins he garnered as a Heavyweight, against such greats as Pedro Rizzo, Maurice Smith and Pete Williams.



Frank Shamrock

Discipline: Submission Fighting
Height: 5'10"
Weight: 192 lbs.
Age: 28
UFC Record: 5-0-0

Frank Shamrock is the former UFC Middleweight Champion (now, the Light Heavyweight division). After compiling an undefeated 5-0 record, Shamrock retired from the sport of Mixed Martial Arts to pursue a career in television and film. Recently though, he has re-entered the world of the fighting arts in an arena that no one would have ever thought... kickboxing. Having established himself as a submissions master during his reign as Middleweight Champion, it has become apparent that he now also has a formidable standing ability to be reckoned with. When the day comes when Frank Shamrock re-emerges on the Mixed Martial Arts scene, it is certain that he will once again be a dominant figure.



Evan Tanner

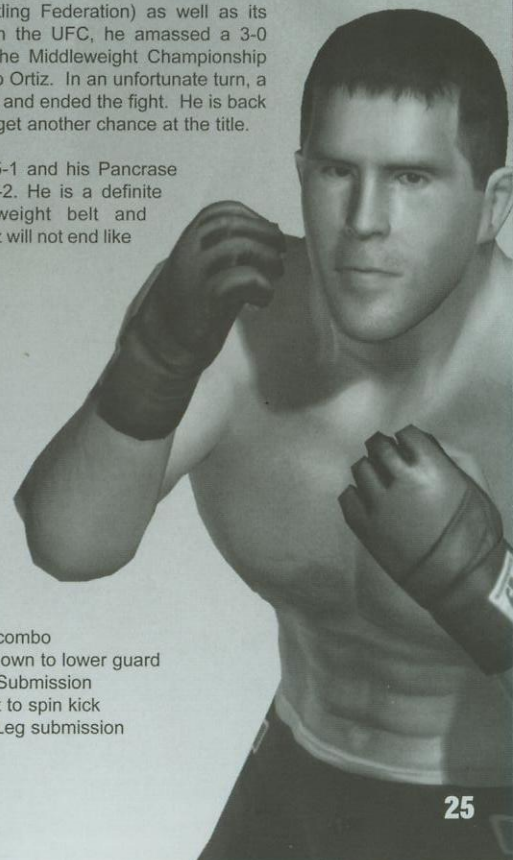
Discipline: Freestyle
Height: 6'0"
Weight: 199 lbs.
Age: 30
UFC Record: 4-1-0

Evan Tanner is an impressive fighter who is known for his powerful knees and leg kicks and his very good ground ability. He is the owner of the USWF (United Shoot Wrestling Federation) as well as its current Heavyweight Champion. In the UFC, he amassed a 3-0 record which gave him a shot at the Middleweight Championship (now Light Heavyweight) against Tito Ortiz. In an unfortunate turn, a body slam knocked Evan Tanner out and ended the fight. He is back in full force however, determined to get another chance at the title.

His MMA record is an impressive 5-1 and his Pancrase style record currently stands at 21-2. He is a definite contender for the Light Heavyweight belt and assuredly, his next meeting with Ortiz will not end like the last one.

Evan Tanner / Special Moves

1. Standing/Striking: X, X, Y - Knee combo
2. Standing/Grappling: B + A - Takedown to lower guard
3. Guard Bottom/Grappling: Y + X - Submission
4. Back Step/Striking: Y, A - Fake fist to spin kick
5. Guard Bottom/Grappling: X + A - Leg submission



Mikey Burnett: "The Eastside Assassin"

Discipline: Submission Fighting

Height: 5'6"

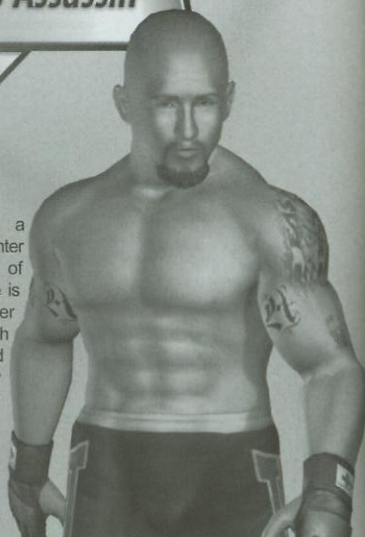
Weight: 169 lbs.

Age: 28

UFC Record: 2-1-0

Mikey is a Lion's Den fighter who fights out of Tulsa, Oklahoma. He is an accomplished boxer

and wrestler, known for his rounded fighting style, which includes equal amounts of stand-up and ground technique. Mikey fought for the Lightweight (now Welterweight) title at Ultimate Brazil in 1998, losing to Pat Miletich by decision. He fought for the last time in UFC at UFC 18. Even though Mikey has not fought in a Mixed Martial Arts competition for some years, it is rumored that he will be making his way back to The Octagon again and this time he intends to win the Welterweight title.



Matt Hughes

Discipline: Miletich Fighting Systems

Height: 5'9"

Weight: 169 lbs.

Age: 28

UFC Record: 3-1-0

Matt Hughes is a pupil of Pat Miletich and his fighting system. He is a submission expert who, although seeming to prefer ground fighting, is able to hold himself equally well while standing up. Hughes is consistently ranked among the top ten Welterweights in the world and recently became the new Welterweight Champion by defeating Carlos Newton, bringing his mixed martial arts record to 23-3-0.



Pat Miletich: "The Croatian Sensation"

Discipline: Miletich Fighting Systems

Height: 5'10"

Weight: 169 lbs.

Age: 33

UFC Record: 8-1-0

Pat Miletich is considered to be one of the best Welterweights of the world. In the UFC, he had an undefeated record until suffering his first loss to Carlos Newton at UFC 31. Determined to show that he is still a champion and that Newton simply got "lucky," he's now back on track to regain his former Welterweight title. And from the looks of it, it appears that it won't be long at all until he steps back into The Octagon to stake his claim on the Welterweight belt.



Jens Pulver: "Little Evil"

Discipline: Miletich Fighting Systems

Height: 5'7"

Weight: 154 lbs.

Age: 26

UFC Record: 5-0-1

Jens Pulver is the current Lightweight Champion of the UFC. He is an impressive striker, with incredible takedown defense, who has also proven to be equally comfortable on the ground. He is a star pupil of Pat Miletich and dominates his division with a smart ability and striking accuracy not often seen. Pulver is 9-1-1 in Mixed Martial Arts, and undefeated in The Octagon. He has established himself as the man to beat in the Lightweight division and intends to remain exactly where he is.



Caol Uno

Discipline: Wajutsu / Wrestling

Height: 5'7"

Weight: 154 lbs.

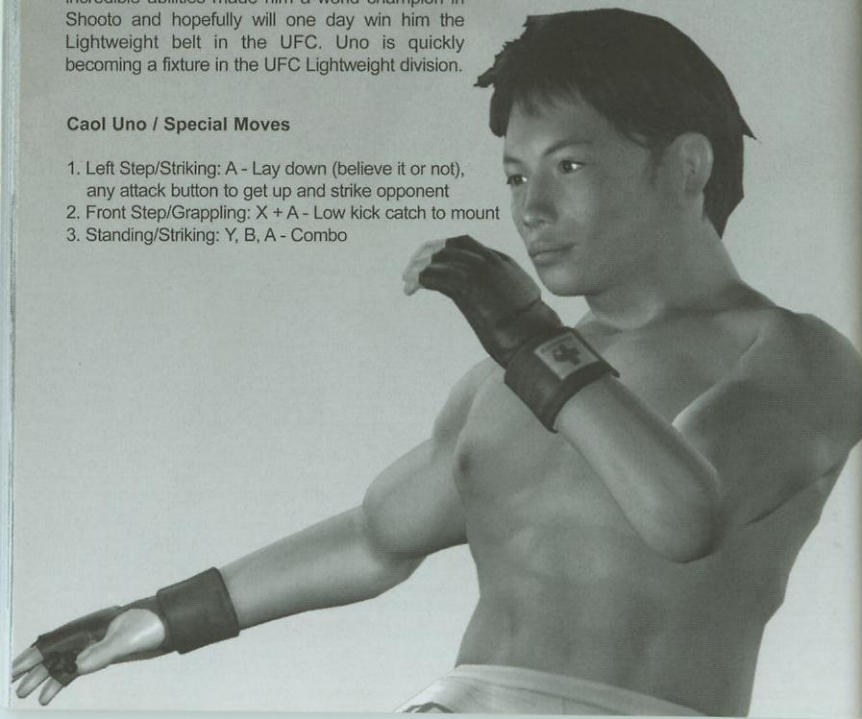
Age: 26

UFC Record: 1-2-0

Prior to Uno's bout with Pulver at UFC 30, he was considered to be the number one Lightweight fighter in the world. Despite his loss to Pulver for the UFC Lightweight Championship, he is still the top contender for the Lightweight belt. Known for his impeccable ground fighting and his constant cool in the ring, he is a formidable fighter, capable of both submissions and ground & pound strategies. His incredible abilities made him a world champion in Shooto and hopefully will one day win him the Lightweight belt in the UFC. Uno is quickly becoming a fixture in the UFC Lightweight division.

Caol Uno / Special Moves

1. Left Step/Striking: A - Lay down (believe it or not), any attack button to get up and strike opponent
2. Front Step/Grappling: X + A - Low kick catch to mount
3. Standing/Striking: Y, B, A - Combo



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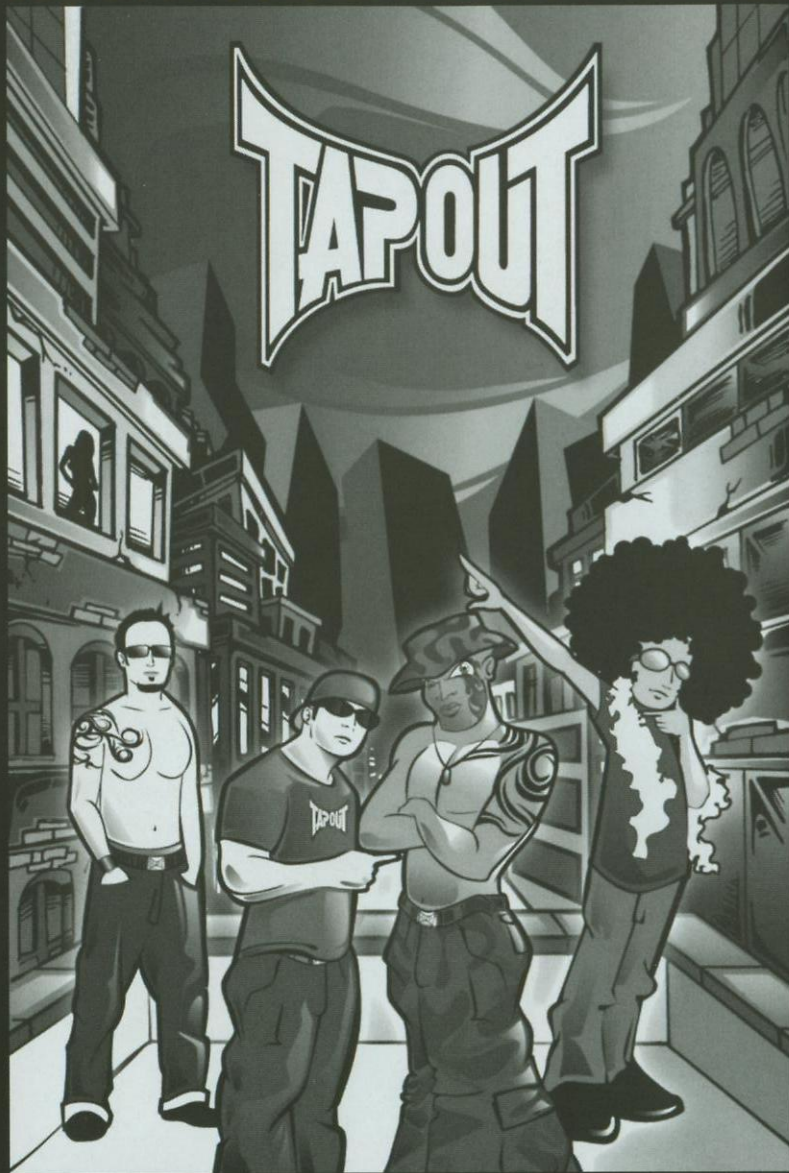
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